Updated June 2026

Corbin Wilhelm

Designer and Digital Artist

(559) 289-5507
corbinjwilinq@gmail.com
cwportfolio.crd.co
Fresno, CA 93711

ABOUT ME

An Art and Design UCSC graduate highly experienced in professional-level projects, administration, customer care, and community outreach. Serving as an event organizer and seeking positions surrounding art and development.

EDUCATION

Bachelors Degree in Art and Design: Games and Playable Media (AGPM)

Sep. 2022 - Jun. 2026

- University of California – Santa Cruz
- Santa Cruz, CA

Bachelors Degree in Art

Sep. 2022 - Jun. 2026

- University of California – Santa Cruz
- Santa Cruz, CA

SKILLS

- Adobe suite
- Microsoft suite
- Google suite
- Blender
- Clip Studio Paint
- Carrd
- Money handling
- Inventory systems

ACHIEVEMENTS

Magna Cum Laude Honors

University of California – Santa Cruz
June 2026

Exhibited Artist

Elena Baskin Visual Arts Center – UC Santa Cruz
Dec. 2024, Jun. 2025

WORK EXPERIENCE

UCSC Merrill College

Santa Cruz, CA
Jan. 2026 - Present

Merrill Fellow Research Assistant

- Create and survey Game Lab inventory and resource loaning system for workshops, university courses, and general use.
- Create and edit physical and digital material for university courses and Game Lab workshops, including props, tools, and Lab interior.
- Proofread *Labyrinth* TTRPG tool rulebook and playing cards and create standalone playable version.
- Plan and assist in community events and workshops, resetting spaces afterwards.

UCSC Transportation and Parking Services

Santa Cruz, CA
Aug. 2024 - Jun. 2026

TAPS Student Event Corps

- Performed administrative tasks (e.g. taking inventory, designing traffic control signs, manage file systems, manage spreadsheets) as an assistant.
- Operated AIMS Parking Management Software to manage customer care and sell parking permits during high-attendance events.
- Stored and repaired traffic equipment using hand and power tools.
- Surveyed lots and measured campus parking strain levels.

Palette Games

Santa Cruz, CA
Sep. 2025 - Jan. 2026

Concept Artist / Sprite Artist / Animator

- Created concepts for character designs, environment designs, and object designs through several passes across multiple games.
- Finalized chosen conceptual designs and prepared assets for game implementation.
- Storyboarded character sprite animations.
- Assisted in finalizing character sprite animation and color balancing.